

1 **ABSTRACT**

2 Methods and systems of simulating dynamic properties on computer-
3 implemented objects that do not support dynamic properties are described. In one
4 embodiment, one or more first objects that do not support dynamic properties are
5 provided. One or more second programmable objects are provided and are
6 programmed to effect property value changes on the objects that do not support
7 dynamic properties. The programmable objects can be programmed using data
8 structures that, in one embodiment, comprise an array of one or more sets of data
9 structures. Each data structure set is associated with a property whose value is
10 desired to be changed. The data structure set can define a new property value, a
11 time at which the property value is to be changed, and how to effect the property
12 value change. The programmable object(s) is pre-programmed with the data
13 structures and knows when to call the first objects so that they can change their
14 properties. In one embodiment, the programmable objects are employed in the
15 context of multi-media project editing software that permits a user to build a
16 multi-media project using multiple different digital source streams.

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